



User's Guide

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Please read the following safety warnings and precautions before using your device. Note: If this device is to be used by young children, this User's Guide should be read to them by an adult and their use of the device should be monitored. Failure to do so may cause injury.

Battery Precautions

Your device is powered by two AG13 batteries.

- Non-rechargeable batteries are not to be recharged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Note: Installing/replacing batteries or switching between speller and calculator mode.

If the device fails to respond, or the screen performs erratically, perform a system reset by following the step below:
Use a paper clip to gently press the reset button located on the back of the unit.

Warning! Press the reset button with more than light pressure may permanently disable your device. In addition, resetting your device erases settings and user-entered information.

Product Care

Your device is designed to be light, compact, and durable. However, it is an electronic device and must be treated carefully. Putting unnecessary pressure on it or striking the device against other objects can cause damage.

- In order to avoid damage to your device, please:
- Do not drop, crush, bend, or apply excessive force to the device.
 - Do not expose your device to moisture, extreme or prolonged heat, cold, humidity, or other adverse conditions.Avoid storing it in damp, humid, or wet places.The device is not waterproof.
 - Clean the device by spraying a mild glass cleaner onto a cloth and wiping its surface. Do not spray liquids directly on your device.
 - Should the device's display glass break, properly dispose of the product avoiding contact with your skin, then wash your hands immediately.
 - Please keep screen protectors and plastic bags away from babies and children to avoid danger of suffocation.

Key Guide

Function Keys	
BACK	Backs up (e.g., erases typed letters).
CALC	Selects the calculator mode.
CLEAR	Clears to the start of selected mode.
ENTER	Enters words or numbers, or selects items.
GAMES	Selects the game mode.
HELP	Displays help messages.
PHONE	Selects the phone list mode.
ON/OFF	Turns the unit on or off.
SPELL	Selects the spelling corrector mode.
Calculator: Keys	
+	Lets you add numbers.
√	Calculates square roots.
x	Lets you multiply numbers.
=	Performs calculations (i.e., acts as =).
/	Lets you divide numbers.
MC	Clears the calculator memory.
MR	Retrieves total from the memory.
M-	Subtracts a number from the memory.
M+	Adds a number to the memory.
-	Lets you subtract numbers. (In the phone list, types a hyphen.)
%	Calculates percentages.
+/-	Changes the sign (+/-) of a number.
CONV	Lets you convert measures and currencies.

Other Keys	
*	In the phone list, deletes an entry.When entering a spelling word, types an asterisk to stand for a series of letters in a word. During a game, provides a hint.
?	When entering a spelling word,types a question mark to stand for any letter:When a question mark flashes next to a spelling correction word, displays its Confusables®. During a game, reveals the answer(s) and ends the round.

Direction Keys	
↑ ↓	In lists, scrolls up or down.At entry screens, types apostrophes or periods.
← →	At the ENTER a word screen,adjusts the screen contrast. At entry screens,moves the cursor right or left.

Getting Started

Turn the device over and gently pull the battery insulation tab to remove it. Press ON/OFF to turn the product on. Use a paper clip to gently press the Reset button on the back of the device.

To View the Demo
When you first use this product, you will see a demonstration of what it can do.
1. Press ON/OFF .
The demonstration automatically appears.
2. To stop the demonstration, press CLEAR .

To Disable or Reenable the Demo

- You probably do not want to view the demonstration every time you use this product. Here is how to disable and reenale the demonstration.
1. Press SPELL .
 2. Type **d.
 3. Press ENTER .
 4. To reenale the demonstration, repeat the above steps.

To Adjust the Screen Contrast

1. Press SPELL .
2. At ENTER a word, use ↑ or ↓ to darken or lighten the screen contrast.

Correcting Spellings

1. Press SPELL .
2. Type a word.

serkut

To erase letters, use BACK . To type an apostrophe, press ↑ .
To type a period, press ↓ .
To type a space, press →. To edit a word, press ← and then retype letters.
You cannot type capital letters, but the spelling corrections may include capitals.
Also, you cannot begin a word with a punctuation mark.

3. Press ENTER .

circuit

The flashing arrow indicates that more corrections are available. If you enter a correctly spelled word, Correct word appears and then the word appears on the main word list. If you enter a word that has more than one form, Multiple forms appears.
4. Use ↑ and ↓ to view more words.
Note: If a word is too long to fit on the screen, press ENTER or → to see it all.
5. Press CLEAR when finished.

Confusables are words such as homonyms and spelling variants that people often confuse. When you see a flashing question mark to the right of a word, that word has Confusables. Try this example.

1. Press SPELL .
 2. Type ere and then press ENTER .
- Notice the flashing question mark.**
3. Press ? .

ere: before

Each Confusable is followed by a word that explains its meaning.
4. Use ↑ and ↓ to view the Confusables.

air:atmosphere

5. Press CLEAR when finished.

Viewing Confusables®

Follow the Arrows

Remember, the flashing arrows at the right of the screen show you which arrow keys you can use to view more words.

Finding Parts of Words

You can find parts of words by typing question marks and asterisks in place of letters. Each question mark stands for any single letter. Each asterisk stands for any series of letters.
You can use question marks to help solve crossword puzzles and similar word games by typing them in place of missing letters.

1. Press SPELL .
2. Type a word with ?'s and *'s in it.

dy?!*

3. Press ENTER .

dyslexia

4. Press ↓ repeatedly to view more words.
5. Press CLEAR when finished.

Help is Always at Hand

You can view an appropriate help message at any screen by pressing HELP .
To go back to the previous screen, press BACK.

Storing Names & Phone Numbers

This product has a data bank that can save as many as 100 names and phone numbers. The total of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

1. Press PHONE .
2. Use ↑ or ↓, if needed, to see Add a new entry and then press ENTER .
3. Type a name and then press ENTER .
Each name can contain up to 23 characters (with letters appearing as capitals only) and spaces.
To erase a character, press BACK .
To type a space, press →.
To edit a character, press and then retype a letter.

4. Use the numbered keys to type a phone number and then press ENTER .
To type a hyphen between the parts of a phone number, press - .
To type a space, press →.
You cannot type letters in the phone number.

To View the Phone List

1. Press PHONE .
2. Use ↑ or ↓, if needed, to see View phone list and then press ENTER .
3. To go to a name, type the name or use ↓.
To undo a typed letter, press BACK .
4. Press ENTER to see its phone number.
5. To see another name and number, use ↑ or ↓, or type a name, and then press ENTER .
6. Use BACK to go back to the phone list options.

Checking the Memory

To see how much memory is free in the phone list for more names and numbers, press PHONE and then use → to see Space: XX% free.

Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. You should always keep written copies of your important information.

To Delete an Entry from the Phone List

1. Press PHONE .
2. Press ENTER to select View phone list.
3. Press ↓ until you see the entry that you want to delete.
4. Press * .
5. Press Y to delete the entry or N to cancel the deletion.
6. To delete another entry, repeat Steps 3 through 5 above.

To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

1. Press PHONE .
2. Use ↑ or ↓ to see Erase all data and then press ENTER .
3. Press Y to erase all the entries or N to cancel the operation.

Using a Password

You can use a password to keep the information in your phone list private. Your password will be requested whenever anyone turns on the unit and first presses PHONE .

Warning! After you have set the password, it will be required whenever you try to access the phone list for the first time during a session. So always record your password and keep it in a separate location.

1. Press PHONE .
2. Use ↓ to see Set the password and then press ENTER .
3. Type a password and then press ENTER .
Remember to write down your exact password and keep it in a separate location.
4. To test the password, press ON/OFF twice, type the password, and then press ENTER .
5. To disable the password, repeat Steps 1 and 2 above, and then press ENTER when Enter password appears.

About Automatic Shutoff

If you forget to turn off this product, it will automatically turn off in about two minutes.

Using the Calculator

To Make a Calculation

1. Press CALC or just slide out the calculator keyboard at the bottom of the device. The device will turn on automatically and go to Calculator mode when the calculator keyboard is slide out. The device goes to Spelling corrector mode when the keyboard is slide in.
2. Use the numbered keys to type a number.
To make a number negative or positive, use +/- .
3. Use + , - , x , or / to enter a math operator.
4. Type another number.
Note: To find a square root, press √ .
5. Press = or % .
To clear the calculation, press C on calculator keyboard.

To Use the Calculator Memory

1. Make a calculation as shown above, or simply type a number in the calculator.
2. Press M+ to add the number to the calculator memory as a positive number or M- to add it to the memory as a negative number.
The total in the memory flashes on screen.
3. Press C on calculator keyboard to clear the calculator, or start making a calculation.
4. To retrieve the total from the memory, press MR .
5. To clear the calculator memory, press MC .

Converting Measures & Currencies

You can convert temperatures, weights, liquid measures, and lengths to and from English and metric measurements. You can also convert currencies using an exchange rate that you enter.

1. Press CALC or just slide out the calculator keyboard at the bottom of the device.
2. Press Z (CONV).
3. Use ↓ to select a conversion category then press = .
4. If you selected Money as the conversion category, set the exchange rate. To set the exchange rate, first use ↑ or ↓, if needed, to see set rate and press = . Then type a number as the exchange rate and press = . The exchange rate will be saved until you change it. Important! The exchange rate should be the number of units of the other currency per one dollar (e.g., 2.0 = 2 other/1 dollar).
Note: You can convert currencies other than dollars by ignoring the fact that one currency is called dollars.
5. Use ↓ to select a conversion and then press = .
6. Type an amount and then press = .
7. To make another conversion, press BACK .

Setting the Skill Level of the Games

You can play the games at skill levels from Beginner to Wizard.

1. Press GAMES .
2. Use ↑ or ↓ to see Set Skill Level and then press ENTER .
3. Use ↑ or ↓ to see the skill level that you want and then press ENTER . Or press BACK to leave the skill level unchanged.

Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the minimum number of letters (Min size) in Anagrams, and the number of letters in Word Jumble. World Builder is unaffected by the skill levels.

Playing Hangman

Hangman challenges you to guess mystery words in a certain number of tries.

1. Press GAMES .
2. Press ↑ or ↓ to see Hangman and then press ENTER .

????? 10
mystery word wrong guesses remaining

3. Type letters that you think are in the word.

b?tt?e 4

4. Press ENTER or * to reveal a letter.
Note: If you reveal a letter, you will lose the round.
5. To reveal the word and end the round, press ? .
6. Press ENTER to play a new round.

User Hangman and Anagrams

User Hangman and User Anagrams require that you enter a word (known to the spelling corrector) with which to play before each round. Use User Hangman and User Anagrams to test your friends.

Playing Anagrams

Anagrams challenges you to find the anagrams of words. An anagram is a word formed from some or all the letters of another word.

1. Press GAMES .
2. Press ↓ or ↑ to see Anagrams and then press ENTER .

Note: The Min size is the minimum number of letters that the anagrams can have.

typists 22
word anagrams remaining

3. Type an anagram and then press ENTER .
If the anagram is correct, OK appears.
4. Enter more anagrams.
5. Press * to jumble the letters.
6. Use ↑ and ↓ to see the anagrams that you have already used, if any.
7. To end the round and see the unused anagrams, press ? and then use ↓.
8. Press ENTER to play a new round.

Word Jumble & Word Builder

Playing Word Jumble

1. Press GAMES .
2. Press ↓ or ↑ to see Word Jumble and then press ENTER .
The letters are a jumbled word or words. The number shows how many words have been jumbled.
3. To re-jumble the letters, press ENTER or * .
4. Type a word formed from the jumbled letters and then press ENTER .
5. To reveal the word(s) and end the round, press ? .
6. Press ENTER to play a new round.

Playing Word Builder

Word Builder builds words of a minimum size from letters chosen from the letters that you enter.

1. Press GAMES .
2. Use ↓ or ↑ to see Word Builder and then press ENTER .
3. Type up to 14 letters. You can type a letter more than once.
4. Press ENTER .
5. Use ↓ and ↑ to view the words built.
6. Press ENTER to play a new round.

Changing the Battery

This product uses one CR2025, 3-volt lithium battery. The battery should be changed when the screen contrast is too light even after adjustment. Before you replace the battery, you should have a new battery and a small Phillips screwdriver on hand.

Warning! If the battery completely loses power, all the information stored in the phone list will be permanently lost. Furthermore, any time that you change the battery, you risk losing all your phone list information, so always keep written copies of your phone list information.

1. Using a Phillips screwdriver, unscrew and remove the back cover.
2. Install a new battery, with its plus sign (+) facing you.
3. Replace the back cover.

Disabling the Demonstration

After changing the battery, the automatic demonstration may appear when you turn on the unit. To stop the demonstration, press CLEAR . To disable the demonstration, type *#d at the Enter a word screen and then press ENTER .

Specifications

Model: LRL-200 Webster's Spell 'n Calc

Batteries: 1 x CR2025

Size: 124.5 x 75 x 16mm

Weight: 3.5oz

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- ✓ **Device Disposal**
This device should be disposed through your local electronic product recycling system - do not throw in the trash bin.
- ✓ **Device Disposal**
Please save this User's Guide and all packing materials, as they contain important information. In case of disposal, please refer to your local recycling system.
- ✓ **Battery Disposal**
Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing [⏻], or by removing and replacing the battery

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are

designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Note: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This warranty does not affect the consumer's statutory rights.